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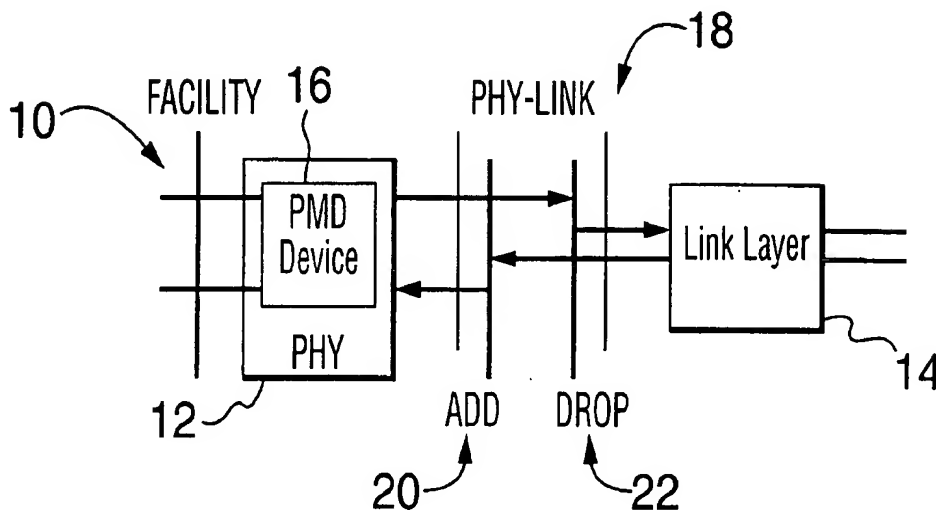
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(54) **INTERCONNEXION A LARGEUR DE BANDE ADAPTABLE**

(54) **SCALEABLE BANDWIDTH INTERCONNECT**



(57) A scaleable bandwidth interconnect (SBI) for interconnection of physical layer devices with link layer devices which includes an ADD BUS interface operative to receive data from one of the link layer devices and direct it to one of the physical layer devices and a DROP BUS interface operative to receive data from one of the physical layer devices and direct it to one of the link layer devices. By utilizing buses to access each of the physical layer devices and the link layer devices permits interfacing between a high density of physical layer devices and a high density of link layer devices.

SCALEABLE BANDWIDTH INTERCONNECT

FIELD

5 The present invention relates to a scaleable bandwidth interconnect bus that provides a multipoint-to-multipoint interconnection between communications devices supporting a large number of individual links for use as a high channel density interconnect with optional cross connect capability. The scaleable bandwidth interconnect bus supports a synchronous mode of operation as well as an
10 asynchronous mode of operation employing flexible timing mastership.

BACKGROUND

 Typically, an optical fiber, twisted pair electrical, or coaxial cable is used
15 for an electrical transmission facility. Such a facility is coupled to a physical medium dependent sub layer (PMD sub layer) which is the lowest sub layer of the two sub layers of the physical layer. The physical layer is the lowest level layer function of the layer functions in the Broadband Integrated Services Digital Network model. The physical layer is responsible for typical physical layer functions, such as bit transfer/reception
20 and bit synchronization. There is a need for interface devices that interconnect physical layer devices including channelized framers with link layer devices of widely varying channel densities and payload types.

SUMMARY OF THE INVENTION

25 According to the invention there is provided a scaleable bandwidth interconnect (SBI) for interconnection of physical layer devices with link layer devices which includes an ADD BUS interface operative to receive data from one of the link layer devices and direct it to one of the physical layer devices and a DROP BUS
30 interface operative to receive data from one of the physical layer devices and direct it to one of the link layer devices. The utilization of buses to access each of the physical layer devices and the link layer devices permits interfacing between a high density of

physical layer devices and a high density of link layer devices. Each physical layer device or link layer device may itself handle many links.

5 The data structures of the SBI may be floating to permit compensation
between clock differences on the physical layer devices, the SBI and the link layer
devices.

On a per link basis the timing on the DROP BUS interface may be sourced
from the physical layer device which is transferring data to the DROP BUS interface.
10 On a per link basis the timing on the ADD BUS interface may be sourced from one of
the link layer devices or one of the physical layer devices.

Data structures of the SBI may be operative to transfer ABCD signaling
bits, alarm indications, 8 kHz timing, and/or per link clock reconstruction information
15 across the SBI.

Links in the form of T1, E1, DS3, and E3 signals may be multiplexed onto
and demultiplexed from the SBI bus.

20 The SBI bus provides a switching function for links between a high density
of physical layer links and link layer links.

The interconnect may have a time division multiplexed bus which has a
SONET/SDH virtual tributary structure to carry T1 links, E1 links and Transparent Virtual
25 Tributaries (TVTs).

The location of T1/E1/DS3/E3/TVT1.5/TVT2 channels may be adjusted
using floating tributaries to compensate for frequency deviations.

30 Each frame may have three synchronous payload envelopes with each
envelope carrying one link type of T1, E1, TVT1.5, TVT2, DS3 and E3 tributaries in an
SDH STM-1 like format.

The SBI may have payload indicator signals to control position and timing of the floating data structures. The timing information may be obtained by one of the physical layer devices from an arrival rate of data across the SBI when one of the link
5 layer devices is timing master.

A justification request signal may be sent by one of the PHY devices which is timing master to one of the link layer devices to signal the link layer device to speed up or slow down.
10

The link layer devices may have high-density physical layer framers.

The SBI may be scaleable by increasing the bus clock rate in multiples of 2 or, alternatively, by increasing the bus width in multiples of two.
15

BRIEF DESCRIPTION OF THE DRAWINGS

Further features and advantages will be apparent from the following detailed description, given by way of example, of a preferred embodiment taken in
20 conjunction with the accompanying drawings, wherein:

Fig. 1 is a schematic diagram of the scaleable bandwidth interconnect shown interconnecting a physical layer with a link layer;

25 Fig. 2 is a diagram of the link rate information passed across the SBI bus via the V4 octet;

Fig. 3 is a diagram showing the interconnection between multiple physical layer devices with multiple link layer devices;
30

Fig. 4 is a timing diagram showing the T1/E1 DROP BUS functional timing showing a negative justification on the second to last V3 octet;

Fig. 5 is a timing diagram showing the DS3/E3 DROP BUS function timing showing three E3 tributaries mapped onto the SBI bus;

Fig. 6 is a diagram of the DROP BUS input interface timing;

Fig. 7 is a diagram of the DROP BUS output interface timing;

Fig. 8 is a diagram of the DROP BUS asynchronous output interface timing;

Fig. 9 is a diagram of the functional timing of the adjustment request for the DS3/E3 ADD BUS;

Fig. 10 is a diagram of the ADD BUS input interface timing;

Fig. 11 is a diagram of the ADD BUS output interface timing; and

Fig. 12 is a diagram of the ADD BUS asynchronous output interface timing.

DETAILED DESCRIPTION WITH REFERENCE TO THE DRAWINGS

This specification describes a 19.44MHz bus supporting multipoint-to-multipoint operation employing a scaleable bandwidth interconnect (SBI) operation. Two modes of operation are mentioned but only an 8-bit 19.44MHz bus is completely described.

Fig. 1 discloses the general architecture for connecting a facility 10 to a physical layer device 12 to a link layer device 14. An electrical transmission facility is coupled to a physical medium dependent layer (PMD) layer device 16 and the latter is coupled through a PHY-link interface 18 to the link layer device 14. There is a facility interface on the physical medium dependent layer device that may be SONET/SDH,

DS3 or E3. These multiplexing and signaling hierarchies are specified by several national and international standards organizations. The link layer device **14** is coupled to the PMD layer device **16** through a PHY-link interface **18** which consists of an ADD BUS interface **20** which interfaces data flowing from the link layer device **14** to the PMD layer device **16** and a DROP BUS interface **22** which interfaces data flowing from the PMD layer device **16** to the link layer device **14**.

1.1 Conventions

All signals are active high unless denoted by a trailing "B".

SIGNAL	Active High
SIGNALB	Active Low

The term "Link" refers to the link that is multiplexed onto the SBI bus. This is either a T1, E1, DS3, or E3 signal which is being multiplexed or demultiplexed from the SBI bus. When a Link is multiplexed within the SBI it is also referred to as a tributary.

The term "TVT" refers to Transparent Virtual Tributaries. A TVT1.5 is either a SONET VT1.5 Virtual Tributary or a SDH TU11 Tributary Unit which is being multiplexed or demultiplexed from the SBI bus. A TVT2 is either a SONET VT2 Virtual Tributary or a SDH TU12 Tributary Unit which is being multiplexed or demultiplexed from the SBI bus.

1.2 Bus Widths

The scaleable bandwidth interconnect supports an 8-bit data bus width. A single parity bit is used for the 8-bit data bus. Parity is programmable to be either odd or even. All devices capable of sourcing data onto this bus are to use tri-state outputs.

Pull-up resistors should not be included in any SBI compliant device but if they are included they must have a disable capability.

1.3 Clock Rates

5

The bus operates at a 19.44MHz \pm 50 ppm clock rate. This clock is common to all devices connecting to a scaleable bandwidth interconnect.

1.4 Bus Loading

10

Multiple physical layer devices (PHYs) and multiple link layer devices share the scaleable bandwidth interconnect. The maximum number of devices sharing a bus or signal is limited only by the need to meet the AC timing requirements of the bus. All SBI compatible devices must drive a minimum of eight loads without any form of active termination. A load is defined as either an input, output or bi-directional pin and is independent of whether the load is from a PHY device **12** or a link layer device **14**.

20

Schmidt triggers are recommended on all SBI inputs.

1.5 Signal Levels

25

The scaleable bandwidth interconnect uses 3.3V TTL signal levels and is not 5V tolerant.

1.6 Timing Masters

30

The scaleable bandwidth interconnect is a synchronous bus which is timed to a reference 19.44MHz clock and a 2KHz frame pulse (8KHz is easily derived from the 2KHz and 19.44MHz clock). All sources and sinks of data on this bus are timed to the reference clock and frame pulse.

The data format on the data bus allows for compensating between clock differences on the PHY, SBI and link layer devices. This is achieved by floating data structures within the SBI format (see Section 2).

5

Timing is communicated across the scaleable bandwidth interconnect by floating data structures within the SBI. Payload indicator signals in the SBI control the position of the floating data structure and therefore the timing. When sources are running faster than the SBI, the floating payload structure is advanced by an octet by passing an extra octet in the V3 octet locations (H3 octet for DS3 and E3 mappings) (see section 2 for a detailed specification of channel mappings). When the source is slower than the SBI, the floating payload is retarded by leaving the octet after the V3 or H3 octet unused. Both these rate adjustments are indicated by the SBI control signals.

15

On the DROP BUS 22 all timing is sourced from the PHY 12 and is passed onto the link layer device 14 by the arrival rate of data over the SBI.

On the ADD BUS 20 either the PHY 12 or the link layer device 14 can control timing by controlling the payload and by making justification requests. When the link layer device 14 is the timing master, the PHY device 12 gets its transmit timing information from the arrival rate of data across the SBI. When the PHY device 12 is the timing master, it signals the link layer device 14 to speed up or slow down with justification request signals. The PHY timing master indicates a speed up request to the link layer 14 by asserting the justification request signal high during the V3 or H3 octet. When this is detected by the link layer 14, it will advance the channel by inserting data in the next V3 or H3 octet as described above. The PHY timing master indicates a slowdown request to the link layer 14 by asserting the justification request signal high during the octet after the V3 or H3 octet. When detected by the link layer 14, it will retard the channel by leaving the octet following the next V3 or H3 octet unused. Both advance and retard rate adjustments take place in the frame or multi-frame following the justification request.

1.7 Jitter

The scalable bandwidth interconnect bus **18** is a time division multiplexed bus and, as such, introduces jitter into the transported signal. Although
 5 ideal for data communication applications, it may be suitable for some jitter sensitive applications only with additional jitter attenuation circuitry.

A method for carrying link rate information across the SBI is outlined below. This is optional on a per link basis. Two methods are specified, one for T1 and
 10 E1 links and the second for DS3 and E3 links. Link rate information is not available for TVTs. These methods use the reference 19.44MHz SBI clock and the C1FP frame synchronization signal to measure channel clock ticks and clock phase for transport across the bus.

The T1 and E1 method allows for a count of the number of T1 or E1 rising
 15 clock edges between two C1FP frame pulses. This count is encoded in ClkRate[1:0] to indicate that the nominal number of clocks, one more than nominal or one less than nominal should be generated during the following C1FP period. This method also counts the number of 19.44MHz clock rising edges after sampling C1FP low to the next
 20 rising edge of the T1 or E1 clock, giving the ability to control the phase of the generated clock. The link rate information is passed across the SBI bus via the V4 octet and is shown in Fig. 2.

Table 1 shows the encoding of the clock count, ClkRate[1:0], passed in
 25 the link rate octet.

Table 1 T1/E1 Clock Rate Encoding

ClkRate[1:0]	T1 Clocks /2KHz	E1 Clocks /2 KHZ
"00" – Nominal	772	1024
"01" – Fast	773	1025
"1x" – Slow	771	1023

The DS3 and E3 method for transferring link rate information across the SBI passes the encoded count of DS3/E3 clocks between C1FP pulses in the same method used for T1/E1 tributaries, but does not pass any phase information. The other difference from T1/E1 link rate is that ClkRate [1:0] indicates whether the nominal number of clocks are generated or if four fewer or four extra clocks are generated during the C1FP period. The format of the DS3/E3 link rate octet is shown in table 2. This is passed across the SBI via the Linkrate octet which follows the H3 octet in the column, see table 12 and table 15. Table 3 shows the encoding of the clock count, ClkRate[1:0], passed in the link rate octet.

Table 2 DS3/E3 Link Rate Information

Link Rate Octet	Bit #	7	6	5:4	3:0
DS3/E3 Format		ALM	0	ClkRate[1:0]	Unused

Table 3 DS3/E3 Clock Rate Encoding

ClkRate[1:0]	DS3 Clocks/2KHz	E3 Clocks/2 KHz
"00"- Nominal	22368	17184
"01"- Fast	22372	17188
"1x"- Slow	22364	17180

1.8 Alarms

The present specification provides a method for transferring alarm conditions across the SBI bus. This is optional on a per tributary basis and is valid for T1, E1, DS3, E3 tributaries but not valid for transparent VTs.

Figure 2 and table 2 show the alarm indication bit, ALM, as bit 7 of the link rate octet. Devices that do not support alarm indications should set this bit to 0. When not enabled the receiving device must ignore the value of this bit.

The ALM bit set high in the link rate octet indicates the presence of an alarm condition. The ALM bit set low in the link rate octet indicates the absence of an alarm condition.

1.9 Interface Example

Fig. 3 illustrates how the scaleable bandwidth interconnect interconnects multiple PHY devices with multiple link layer devices.

5

2 INTERFACE STRUCTURE

The SBI multiplexing structure is modeled on the SONET/SDH standards. As much as possible these standards have been followed for leveraged development of this bus interface with SONET/SDH mapped interfaces.

10

2.1 Supported Interfaces

This bus structure is intended to interconnect various physical layer devices with link layer devices. Therefore, the interfaces that must be supported over this multiplexed bus are varied over a wide range of rates and requirements. Table 4 summarizes the links that are supported within this multiplexed bus structure.

15

Table 4 Supported Links

Link	Mapping	Timing Method	Channels
DS3	Unchannelized DS3	Floating Payload	3
E3	Unchannelized E3	Floating Payload	3

20

Link	Mapping	Timing Method	Channels
T1	Byte Synchronous	Floating Payload or Locked Payload	84
E1	Byte Synchronous	Floating Payload or Locked Payload	63
TVT1.5	Transparent	Floating TVT or Locked TVT	84
TVT2	Transparent	Floating TVT or Locked TVT	63

This bus provides a lossless interconnect between PHY and link layer devices when using floating structures. Synchronous applications are supported using
5 locked payloads, common reference clocks and elastic stores.

2.2 Scaleable Bandwidth Interface Multiplexing Structure

The time division multiplexed bus uses the SONET/SDH virtual tributary
10 structure to carry T1 links, E1 links and TVTs. Unchannelized DS3 and E3 payloads follow a byte synchronous structure modeled on the SONET/SDH format.

The SBI structure uses a locked SONET/SDH structure fixing the position of the TU-3 relative to the STS-3/STM-1. The SBI is also of fixed frequency and
15 alignment as determined by the reference clock (REFCLK) and frame indicator signal (C1FP). Frequency deviations are compensated by adjusting the location of the T1/E1/DS3/E3/TVT1.5/TVT2 channels using floating tributaries as determined by the V5 indicator and payload signals (DV5, AV5, DPL and APL). TVTs also allow for
synchronous operation where SONET/SDH tributary pointers are carried within the SBI
20 structure in place of the V5 indicator and payload signals (DV5, AV5, DPL and APL).

Table 5 shows the bus structure for carrying T1, E1, TVT1.5, TVT2, DS3 and E3 tributaries in a SDH STM-1 like format. Up to 84 T1s, 63 E1s, 84TVT1.5s, 63
TVT2s, 3 DS3s or 3 E3s are carried within the octets labeled SPE1, SPE2 and SPE3 in
25 columns 16-270. All other octets are unused and are of fixed position. The frame signal (C1FP) occurs during the octet labeled C1 in row 1, column 7.

10

		SBI column																	
		1	6	7	8		15	16	17	18	19		268	269	270				
row	1	-	...	-	C1	-	...	-	SPE1	SPE2	SPE3	SPE1	...	SPE1	SPE2	SPE3			
	2	-	...	-	-	-	...	-	SPE1	SPE2	SPE3	SPE1	...	SPE1	SPE2	SPE3			
		⋮																	
	9	-		-	-	-		-	SPE1	SPE2	SPE3	SPE1		SPE1	SPE2	SPE3			
		1		2	3	3		5	6	6	6	7		90	90	90			
		SPE column																	

20

25

TVT1.5s and TVT2s follow the same numbering conventions as T1 and E1 tributaries, respectively.

Table 6 T1/TVT1.5 Tributary Column Numbering

T1#	SPE1 Column	SPE2 Column	SPE3 Column	SBI Column
1,1	7,35,63			19,103,187
2,1		7,35,63		20,104,188
3,1			7,35,63	21,105,189
1,2	8,36,64			22,106,190
2,2		8,36,64		23,107,191
...				
1,28	34,62,90			100,184,268
2,28		34,62,90		101,185,269
3,28			34,62,90	102,186,270

5

Table 7 E1/TVT2 Tributary Column Numbering

E1#	SPE1 Column	SPE2 Column	SPE3 Column	SBI Column
1,1	7,28,49,70			19,82,145,208
2,1		7,28,49,70		20,83,146,209
3,1			7,28,49,70	21,84,147,210
1,2	8,29,50,71			22,85,148,211
2,2		8,29,50,71		23,86,149,212
...				
1,21	27,48,69,90			79,142,205,268
2,21		27,48,69,90		80,143,206,269
3,21			27,48,69,90	81,144,207,270

10 **2.3 T1 Tributary Mapping**

Table 8 shows the format for mapping 84 T1s within the SPE octets. The DS0s and framing bits within each T1 are easily located within this mapping for channelized T1 applications. It is acceptable for the framing bit to not carry a valid framing bit on the ADD BUS since the physical layer device will provide this information. Unframed T1s use the exact same format for mapping 84 T1s into the SBI except that the T1 tributaries need not align with the frame bit and DS0 locations. The V1, V2 and V4 octets are not used to carry T1 data and are either reserved or used for control across the interface. When enabled, the V4 octet is the link rate octet of Table 1. It carries alarm and clock phase information across the SBI bus. The V1 and V2 octets are unused and should be ignored by devices listening to the SBI bus. The V5 and R octets do not carry any information and are fixed to a zero value. The V3 octet carries a

T1 data octet but only during rate adjustments as indicated by the V5 indicator signals, DV5 and AV5, and payload signals, DPL and APL. The PPSSSSFR octets carry channel associated signaling (CAS) bits and the T1 framing overhead. The DS0 octets are the 24 DS0 channels making up the T1 link.

5

The V1, V2, V3 and V4 octets are fixed to the locations shown. All the other octets, shown shaded for T1#1,1, float within the allocated columns maintaining the same order and moving a maximum of one octet per 2KHz multi-frame. The position of the floating T1 is identified via the V5 indicator signals, DV5 and AV5, which

10 locate the V5 octet. When the T1 tributary rate is faster than the SBI nominal T1 tributary rate, the T1 tributary is shifted ahead by one octet which is compensated by sending an extra octet in the V3 location. When the T1 tributary rate is slower than the nominal SBI tributary rate, the T1 tributary is shifted by one octet which is compensated by inserting a stuff octet in the octet immediately following the V3 octet and delaying the

15 octet that was originally in that position.

Table 8 T1 Framing Format

Row #	COL # 1-18	T1#1,1 19	T1#2,1-3,28 20-102	T1 #1,1 103	T1 #2,1-3,28 104-186	T1#1,1 187	T1#2,1-3,28 188-270
1	Unused	V1	V1	V5	-	PPSSSSFR	-
2	Unused	DS0#1	-	DS0#2	-	DS0#3	-
3	Unused	DS0#4	-	DS0#5	-	DS0#6	-
4	Unused	DS0#7	-	DS0#8	-	DS0#9	-
5	Unused	DS0#10	-	DS0#11	-	DS0#12	-
6	Unused	DS0#13	-	DS0#14	-	DS0#15	-
7	Unused	DS0#16	-	DS0#17	-	DS0#18	-
8	Unused	DS0#19	-	DS0#20	-	DS0#21	-
9	Unused	DS0#22	-	DS0#23	-	DS0#24	-
1	Unused	V2	V2	R	-	PPSSSSFR	-
2	Unused	DS0#1	-	DS0#2	-	DS0#3	-
3	Unused	DS0#4	-	DS0#5	-	DS0#6	-
4	Unused	DS0#7	-	DS0#8	-	DS0#9	-
5	Unused	DS0#10	-	DS0#11	-	DS0#12	-
6	Unused	DS0#13	-	DS0#14	-	DS0#15	-
7	Unused	DS0#16	-	DS0#17	-	DS0#18	-
8	Unused	DS0#19	-	DS0#20	-	DS0#21	-
9	Unused	DS0#22	-	DS0#23	-	DS0#24	-
1	Unused	V3	V3	R	-	PPSSSSFR	-

COL #	T1#1,1	T1#2,1-3,28	T1 #1,1	T1 #2,1-3,28	T1#1,1	T1#2,1-3,28
Row #	1-18	19	20-102	103	104-186	187
2	Unused DS0#1	-	DS0#2	-	DS0#3	-
3	Unused DS0#4	-	DS0#5	-	DS0#6	-
4	Unused DS0#7	-	DS0#8	-	DS0#9	-
5	Unused DS0#10	-	DS0#11	-	DS0#12	-
6	Unused DS0#13	-	DS0#14	-	DS0#15	-
7	Unused DS0#16	-	DS0#17	-	DS0#18	-
8	Unused DS0#19	-	DS0#20	-	DS0#21	-
9	Unused DS0#22	-	DS0#23	-	DS0#24	-
1	Unused V4	V4	R	-	PPSSSSER	-
2	Unused DS0#1	-	DS0#2	-	DS0#3	-
3	Unused DS0#4	-	DS0#5	-	DS0#6	-
4	Unused DS0#7	-	DS0#8	-	DS0#9	-
5	Unused DS0#10	-	DS0#11	-	DS0#12	-
6	Unused DS0#13	-	DS0#14	-	DS0#15	-
7	Unused DS0#16	-	DS0#17	-	DS0#18	-
8	Unused DS0#19	-	DS0#20	-	DS0#21	-
9	Unused DS0#22	-	DS0#23	-	DS0#24	-

- The $P_1P_0S_1S_2S_3S_4FR$ octet carries T1 framing in the F bit and channel associated signaling in the P_1P_0 and $S_1S_2S_3S_4$ bits. Channel associated signaling is optional. The R bit is reserved and is set to 0. The P_1P_0 bits are used to indicate the phase of the channel associated signaling and the $S_1S_2S_3S_4$ bits are the channel associated signaling bits for the 24 DS0 channels in the T1. Table 9 shows the channel associated signaling bit mapping and how the phase bits locate the sixteen state CAS mapping as well as T1 frame alignment for superframe and extended superframe formats. When using four state CAS then the signaling bits are A1-A24, B1-B24, A1-A24, B1-B24 in place of are A1-A24, B1-B24, C1-C24, D1-D24. When using 2 state CAS there are only A1-A24 signaling bits.

Table 9 T1 Channel Associated Signaling Bits

				SF	ESF	
S_1	S_2	S_3	S_4	F	F	P_1P_2
A1	A2	A3	A4	F1	M1	00
A5	A6	A7	A8	S1	C1	00
A9	A10	A11	A12	F2	M2	00
A13	A14	A15	A16	S2	F1	00
A17	A18	A19	A20	F3	M3	00
A21	A22	A23	A24	S3	C2	00
B1	B2	B3	B4	F4	M4	01
B5	B6	B7	B8	S4	F2	01
B9	B10	B11	B12	F5	M5	01

B13	B14	B15	B16	S5	C3	01
B17	B18	B19	B20	F6	M6	01
B21	B22	B23	B24	S6	F3	01
C1	C2	C3	C4	F1	M7	10
C5	C6	C7	C8	S1	C4	10
C9	C10	C11	C12	F2	M8	10
C13	C14	C15	C16	S2	F4	10
C17	C18	C19	C20	F3	M9	10
C21	C22	C23	C24	S3	C5	10
D1	D2	D3	D4	F4	M10	11
D5	D6	D7	D8	S4	F5	11
D9	D10	D11	D12	F5	M11	11
D13	D14	D15	D16	S5	C6	11
D17	D18	D19	D20	F6	M12	11
D21	D22	D23	D24	S6	F6	11

T1 tributary asynchronous timing is compensated via the V3 octet as described in section 1.6. T1 tributary link rate adjustments are optionally passed across the SBI via the V4 octet as described in section 1.7. T1 tributary alarm conditions are
5 optionally passed across the SBI bus via the link rate octet in the V4 location as described in section 1.7 and 1.8.

The SBI bus allows for a synchronous T1 mode of operation. In this mode the T1 tributary mapping is fixed to that shown in table 8 and rate justifications are not
10 possible using the V3 octet. The clock rate information within the link rate octet in the V4 location is not used in synchronous mode.

2.4 E1 Tributary Mapping

15 Table 10 shows the format for mapping 63 E1s within the SPE octets. The timeslots and framing bits within each E1 are easily located within this mapping for channelized E1 applications. It is acceptable for the framing bits to not carry valid framing information on the ADD BUS since the physical layer device will provide this information. Unframed E1s use the exact same format for mapping 63 E1s into the SBI
20 except that the E1 tributaries need not align with the timeslot locations associated with channelized E1 applications. The V1, V2 and V4 octets are not used to carry E1 data and are either reserved or used for control information across the interface. When enabled, the V4 octet carries clock phase information across the SBI. The V1 and V2

octets are unused and should be ignored by devices listening to the SBI bus. The V5 and R octets do not carry any information and are fixed to a zero value. The V3 octet carries an E1 data octet but only during rate adjustments as indicated by the V5 indicator signals, DV5 and AV5, and payload signals, DPL and APL. The PP octets carry channel associated signaling phase information and E1 frame alignment. TS#0 through TS#31 make up the E1 channel.

The V1, V2, V3 and V4 octets are fixed to the locations shown. All the other octets, shown shaded for E1#1,1, float within the allocated columns maintaining the same order and moving a maximum of one octet per 2KHz multi-frame. The position of the floating E1 is identified via the V5 indicator signals, DV5 and AV5, which locate the V5 octet. When the E1 tributary rate is faster than the E1 tributary nominal rate, the E1 tributary is shifted ahead by one octet which is compensated by sending an extra octet in the V3 location. When the E1 tributary rate is slower than the nominal rate, the E1 tributary is shifted by one octet which is compensated by inserting a stuff octet in the octet immediately following the V3 octet and delaying the octet that was originally in that position.

Table10 E1 Framing Format

COL #	E1#1,1	#2,1-3,21	E1#1,1	#2,1-3,21	E1#1,1	#2,1-3,21	E1#1,1	#2,1-3,21
1-18	19	20-81	82	83-144	145	146-207	208	209-270
1	Unused	V1	V1	V5	-	PP	-	TS#0
2	Unused	TS#1	-	TS#2	-	TS#3	-	TS#4
3	Unused	TS#5	-	TS#6	-	TS#7	-	TS#8
4	Unused	TS#9	-	TS#10	-	TS#11	-	TS#12
5	Unused	TS#13	-	TS#14	-	TS#15	-	TS#16
6	Unused	TS#17	-	TS#18	-	TS#19	-	TS#20
7	Unused	TS#21	-	TS#22	-	TS#23	-	TS#24
8	Unused	TS#25	-	TS#26	-	TS#27	-	TS#28
9	Unused	TS#29	-	TS#30	-	TS#31	-	R
1	Unused	V2	V2	R	-	PP	-	TS#0
2	Unused	TS#1	-	TS#2	-	TS#3	-	TS#4
3	Unused	TS#5	-	TS#6	-	TS#7	-	TS#8
4	Unused	TS#9	-	TS#10	-	TS#11	-	TS#12
5	Unused	TS#13	-	TS#14	-	TS#15	-	TS#16

ROW #	COL #	E1#1,1	#2,1-3,21	E1#1,1	#2,1-3,21	E1#1,1	#2,1-3,21	E1#1,1	#2,1-3,21
	1-18	19	20-81	82	83-144	145	146-207	208	209-270
6	Unused	TS#17	-	TS#18	-	TS#19	-	TS#20	-
7	Unused	TS#21	-	TS#22	-	TS#23	-	TS#24	-
8	Unused	TS#25	-	TS#26	-	TS#27	-	TS#28	-
9	Unused	TS#29	-	TS#30	-	TS#31	-	R	-
1	Unused	V3	V3	R	-	PP	-	TS#0	-
2	Unused	TS#1	-	TS#2	-	TS#3	-	TS#4	-
3	Unused	TS#5	-	TS#6	-	TS#7	-	TS#8	-
4	Unused	TS#9	-	TS#10	-	TS#11	-	TS#12	-
5	Unused	TS#13	-	TS#14	-	TS#15	-	TS#16	-
6	Unused	TS#17	-	TS#18	-	TS#19	-	TS#20	-
7	Unused	TS#21	-	TS#22	-	TS#23	-	TS#24	-
8	Unused	TS#25	-	TS#26	-	TS#27	-	TS#28	-
9	Unused	TS#29	-	TS#30	-	TS#31	-	R	-
1	Unused	V4	V4	R	-	PP	-	TS#0	-
2	Unused	TS#1	-	TS#2	-	TS#3	-	TS#4	-
3	Unused	TS#5	-	TS#6	-	TS#7	-	TS#8	-
4	Unused	TS#9	-	TS#10	-	TS#11	-	TS#12	-
5	Unused	TS#13	-	TS#14	-	TS#15	-	TS#16	-
6	Unused	TS#17	-	TS#18	-	TS#19	-	TS#20	-
7	Unused	TS#21	-	TS#22	-	TS#23	-	TS#24	-
8	Unused	TS#25	-	TS#26	-	TS#27	-	TS#28	-
9	Unused	TS#29	-	TS#30	-	TS#31	-	R	-

- When using channel associated signaling (CAS), TS#16 carries the ABCD signaling bits and the timeslots 17 through 31 are renumbered 16 through 30. The PP octet is 0h for all frames except for the frame which carries the CAS for timeslots 15/30 at which time the PP octet is C0h. The first octet of the CAS multi-frame, RRRRRRRR, is reserved and should be ignored by the receiver when CAS signaling is enabled. Table 11 shows the format of timeslot 16 when carrying channel associated signaling.

10

Table 11 E1 Channel Associated Signaling Bits

TS#16[7:4]	TS#16[3:0]	PP
RRRR	RRRR	00
ABCD1	ABCD16	00
ABCD2	AABCD17	00
ABCD3	ABCD18	00
ABCD4	ABCD19	00
ABCD5	ABCD20	00
ABCD6	ABCD21	00
ABCD7	ABCD22	00
ABCD8	ABCD23	00

TS#16[7:4]	TS#16[3:0]	PP
ABCD9	ABCD24	00
ABCD10	ABCD25	00
ABCD11	ABCD26	00
ABCD12	ABCD27	00
ABCD13	ABCD28	00
ABCD14	ABCD29	00
ABCD15	ABCD30	C0

E1 tributary asynchronous timing is compensated via the V3 octet as described in section 1.6. E1 tributary link rate adjustments are optionally passed across the SBI via the V4 octet as described in section 1.7. E1 tributary alarm conditions are optionally passed across the SBI bus via the link rate octet in the V4 location as described in section 1.7 and 1.8.

The SBI bus allows for a synchronous E1 mode of operation. In this mode the E1 tributary mapping is fixed to that shown in table 10 and rate justifications are not possible using the V3 octet. The clock rate information within the link rate octet in the V4 location is not used in synchronous mode.

2.5 DS3 Tributary Mapping

Table 12 shows a DS3 tributary mapped within the first synchronous payload envelope SPE1. The V5 indicator pulse identifies the V5 octet. The DS3 framing format does not follow an 8KHz frame period so the floating DS3 multi-frame located by the V5 indicator, shown in heavy border grey region in table 12, will jump around relative to the H1 frame on every pass. In fact, the V5 indicator will often be asserted twice per H1 frame, as is shown by the second V5 octet in table 12. The V5 indicator and payload signals indicate negative and positive rate adjustments which are carried out by either putting a data byte in the H3 octet or leaving empty the octet after the H3 octet.

Table 12 DS3 Framing Format

	SPE COL#		DS3 1	DS3 2-56	DS3 57	DS3 58-84	DS3 Col 85
ROW	SBI COL # 1,4,7,10	13	16	...	184	...	268
1	Unused	H1	V5	DS3	DS3	DS3	DS3
2	Unused	H2	DS3	DS3	DS3	DS3	DS3
3	Unused	H3	DS3	DS3	DS3	DS3	DS3
4	Unused	Linkrate	DS3	DS3	DS3	DS3	DS3
5	Unused	Unused	DS3	DS3	DS3	DS3	DS3
6	Unused	Unused	DS3	DS3	DS3	DS3	DS3
7	Unused	Unused	DS3	DS3	DS3	DS3	DS3
8	Unused	Unused	DS3	DS3	V5	DS3	DS3
9	Unused	Unused	DS3	DS3	DS3	DS3	DS3

- Because the DS3 tributary rate is less than the rate of the grey region,
- 5 padding octets are interleaved with the DS3 tributary to make up the difference in rate. Interleaved with every DS3 multi-frame are 35 stuff octets, one of which is the V5 octet. These 35 stuff octets are spread evenly across seven DS3 subframes. Each DS3 subframe is eight blocks of 85 bits. The 85 bits making up a DS3 block are padded out to be 11 octets. Table 13 shows the DS3 block 11 octet format where R indicates a
- 10 stuff bit, F indicates a DS3 framing bit and I indicates DS3 information bits. Table 14 shows the DS3 multi-frame format that is packed into the grey region of table 12. In this table, V5 indicates the V5 octet which is also a stuff octet, R indicates a stuff octet and B indicates the 11 octet DS3 block. Each row in table 14 is a DS3 multi-frame. The DS3 multi-frame stuffing format is identical for 5 multi-frames and then an extra stuff
- 15 octet after the V5 octet is added every sixth frame.

Table 13 DS3 Block Format

Octet #	1	2	3	4	5	6	7	8	9	10	11
Data	RRRFIII	8*I	8*I	8*I	8*I	8*I	8*I	8*I	8*I	8*I	8*I

Table 14 DS3 Multi-frame Stuffing Format

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V5	4*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B
V5	4*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B
V5	4*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B
V5	4*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B
V5	4*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B
V5	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B	5*R	8*B

DS3 asynchronous timing is compensated via the H3 octet as described in section 1.6. DS3 link rate adjustments are optionally passed across the SBI via the Linkrate octet as described in section 1.7. DS3 alarm conditions are optionally passed across the SBI bus via the Linkrate octet as described in section 1.7 and 1.8.

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2.6 E3 Tributary Mapping

Table 15 shows a E3 tributary mapped within the first synchronous payload envelope SPE1. The V5 indicator pulse identifies the V5 octet. The E3 framing format does not follow an 8KHz frame period so the floating frame located by the V5 indicator and shown in grey in table 15, will jump around relative to the H1 frame on every pass. In fact, the V5 indicator will be asserted two or three times per H1 frame, as is shown by the second and third V5 octet in table 15. The V5 indicator and payload signals indicate negative and positive rate adjustments which are carried out by either putting a data byte in the H3 octet or leaving empty the octet after the H3 octet.

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Table 15 E3 Framing Format

	SPE COL#		E3 1	E3 2-18	E3 19	E3 20-38	E3 39	E3 40-84	E3 85
ROW	SBI COL# 1,4,7,10	13	16	...	70	...	130	...	268
1	Unused	H1	V5	E3	E3	E3	E3	E3	E3
2	Unused	H2	E3	E3	E3	E3	E3	E3	E3
3	Unused	H3	E3	E3	E3	E3	E3	E3	E3
4	Unused	Linkrate	E3	E3	V5	E3	E3	E3	E3
5	Unused	Unused	E3	E3	E3	E3	E3	E3	E3
6	Unused	Unused	E3	E3	E3	E3	E3	E3	E3
7	Unused	Unused	E3	E3	E3	E3	V5	E3	E3
8	Unused	Unused	E3	E3	E3	E3	E3	E3	E3
9	Unused	Unused	E3	E3	E3	E3	E3	E3	E3

20

Because the E3 tributary rate is less than the rate of the grey region, padding octets are interleaved with the E3 tributary to make up the difference in rate. Interleaved with every E3 frame is an alternating pattern of 81 and 82 stuff octets, one of which is the V5 octet. These 81 or 82 stuff octets are spread evenly across the E3 frame. Each E3 subframe is 48 octet which is further broken into 4 equal blocks of 12 octets each. Table 16 shows the alternating E3 frame stuffing format that is packed into

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the grey region of table 15. Note that there are 6 stuff octets after the V5 octet in one frame and 5 stuff octets after the V5 octet in the next frame. In this table, V5 indicates the V5 octet which is also a stuff octet, R indicates a stuff octet, D indicates an E3 data octet, FAS indicates the first byte of the 10 bit E3 Frame Alignment Signal.

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Table 16 E3 Frame Stuffing Format

V5	6*R	FAS	11*D	5*R	12*D	5*R	12*D	5*R	12*D
	5*R	FAS	11*D	5*R	12*D	5*R	12*D	5*R	12*D
	5*R	FAS	11*D	5*R	12*D	5*R	12*D	5*R	12*D
	5*R	FAS	11*D	5*R	12*D	5*R	12*D	5*R	12*D
V5	5*R	FAS	11*D	5*R	12*D	5*R	12*D	5*R	12*D
	5*R	FAS	11*D	5*R	12*D	5*R	12*D	5*R	12*D
	5*R	FAS	11*D	5*R	12*D	5*R	12*D	5*R	12*D
	5*R	FAS	11*D	5*R	12*D	5*R	12*D	5*R	12*D

E3 asynchronous timing is compensated via the H3 octet as described in section 1.6. E3 link rate adjustments are optionally passed across the SBI via the Linkrate octet as described in section 1.7. E3 alarm conditions are optionally passed across the SBI bus via the Linkrate octet as described in section 1.7 and 1.8.

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2.8 Transparent VT1.5/TU11 Format

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VT1.5 and TU11 virtual tributaries, TVT1.5s, are transported across the SBI bus in a similar manner to the T1 tributary mapping. Table 17 shows the transparent structure where "I" is used to indicate information bytes. There are two options when carrying virtual tributaries on the SBI bus, the primary difference being how the floating V5 payload is located.

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The first option is locked TVT mode which carries the entire VT1.5/TU11 virtual tributary indicated by the shaded region in table 17. Locked is used to indicate that the location of the V1, V2 pointer is locked. The virtual tributary must have a valid V1, V2 pointer to locate the V5 payload. In this mode the V5 indicator and payload signals, DV5, AV5, DPL and APL, may be generated, but must be ignored by the receiving device. In locked mode, timing is always sourced by the transmitting side, therefore justification requests are not used and the AJUST_REQ signal is ignored.

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Other than the V1 and V2 octets which must carry valid pointers, all octets can carry data in any format. The location of the V1, V2, V3 and V4 octets is fixed to the locations shown in table 17.

- The second option is floating TVT mode which carries the payload
- 5 comprised of the V5 and I octets within the shaded region of table 17. In this mode the V1, V2 pointers are still in a fixed location and may be valid, but are ignored by the receiving device. The V5 indicator and payload signals, DV5, AV5, DPL and APL, must be valid and are used to locate the floating payload. The justification request signal can be used to control the timing on the ADD BUS. The location of the V1, V2, V3 and V4
- 10 octets is fixed to the locations shown in table 17.

Table 17 Transparent VT1.5/TU11 Format

ROW #	COL# 1-18	VT1.5#1,1 19	#2,1-3,28 20-102	VT1.5#1,1 103	#2,1-3,28 104-186	VT1.5#1,1 187	#2,1-3,28 188-270
1	Unused	V1	V1	V5	-	-	-
2	Unused	I	-	I	-	I	-
3	Unused	I	-	I	-	I	-
4	Unused	I	-	I	-	I	-
5	Unused	I	-	I	-	I	-
6	Unused	I	-	I	-	I	-
7	Unused	I	-	I	-	I	-
8	Unused	I	-	I	-	I	-
9	Unused	I	-	I	-	I	-
1	Unused	V2	V2	I	-	I	-
2	Unused	I	-	I	-	I	-
3	Unused	I	-	I	-	I	-
4	Unused	I	-	I	-	I	-
5	Unused	I	-	I	-	I	-
6	Unused	I	-	I	-	I	-
7	Unused	I	-	I	-	I	-
8	Unused	I	-	I	-	I	-
9	Unused	I	-	I	-	I	-
1	Unused	V3	V3	I	-	I	-
2	Unused	I	-	I	-	I	-
3	Unused	I	-	I	-	I	-
4	Unused	I	-	I	-	I	-
5	Unused	I	-	I	-	I	-
6	Unused	I	-	I	-	I	-
7	Unused	I	-	I	-	I	-

ROW #	COL#	VT1.5#1,1	#2,1-3,28	VT1.5#1,1	#2,1-3,28	VT1.5#1,1	#2,1-3,28
	1-18	19	20-102	103	104-186	187	188-270
8	Unused		-		-		-
9	Unused		-		-		-
1	Unused	V4	V4		-		-
2	Unused		-		-		-
3	Unused		-		-		-
4	Unused		-		-		-
5	Unused		-		-		-
6	Unused		-		-		-
7	Unused		-		-		-
8	Unused		-		-		-
9	Unused		-		-		-

2.9 Transparent VT2/TU12 Mapping

5 VT2 and TU12 virtual tributaries, TVT2s, are transported across the SBI bus in a similar manner to the E1 tributary mapping. Table 18 shows the transparent structure where "I" is used to indicate information bytes. There are two options when carrying virtual tributaries on the SBI bus, the primary difference being how the floating V5 payload is located.

10

The first option is locked TVT mode which carries the entire VT2/TU12 virtual tributary indicated by the shaded region in table 18. Locked is used to indicate that the location of the V1, V2 pointer is locked. The virtual tributary must have a valid V1, V2 pointer to locate the V5 payload. In this mode the V5 indicator and payload signals, DV5, AV5, DPL and APL, are optionally generated but must be ignored by the receiving device. In locked mode timing is always sourced by the transmitting side, therefore justification requests are not used and the AJUST_REQ signal is ignored. Other than the V1 and V2 octets which are carrying valid pointers, all octets can carry data in any format. The location of the V1, V2, V3 and V4 octets is fixed to the locations shown in table 18.

20

The second option is floating TVT mode, which carries the payload, comprised of the V5 and I octets within the shaded region of table 18. In this mode the V1, V2 pointers are still in a fixed location and may be valid but are ignored by the

receiving device. The V5 indicator and payload signals, DV5, AV5, DPL and APL, must be valid and are used to locate the floating payload. The justification request signal can be used to control the timing on the ADD BUS. The location of the V1, V2, V3 and V4 octets is fixed to the locations shown in table 18.

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Table 18 Transparent VT2/TU12 Format

ROW#	COL#	E1#1,1	#2,1-3,21	E1#1,1	#2,1-3,21	E1#1,1	#2,1-3,21	E1#1,1	#2,1-3,21
	1-18	19	20-81	82	83-144	145	146-207	208	209-270
1	Unused	V1	V1	V5	-	-	-	-	-
2	Unused	-	-	-	-	-	-	-	-
3	Unused	-	-	-	-	-	-	-	-
4	Unused	-	-	-	-	-	-	-	-
5	Unused	-	-	-	-	-	-	-	-
6	Unused	-	-	-	-	-	-	-	-
7	Unused	-	-	-	-	-	-	-	-
8	Unused	-	-	-	-	-	-	-	-
9	Unused	-	-	-	-	-	-	-	-
1	Unused	V2	V2	-	-	-	-	-	-
2	Unused	-	-	-	-	-	-	-	-
3	Unused	-	-	-	-	-	-	-	-
4	Unused	-	-	-	-	-	-	-	-
5	Unused	-	-	-	-	-	-	-	-
6	Unused	-	-	-	-	-	-	-	-
7	Unused	-	-	-	-	-	-	-	-
8	Unused	-	-	-	-	-	-	-	-
9	Unused	-	-	-	-	-	-	-	-
1	Unused	V3	V3	-	-	-	-	-	-
2	Unused	-	-	-	-	-	-	-	-
3	Unused	-	-	-	-	-	-	-	-
4	Unused	-	-	-	-	-	-	-	-
5	Unused	-	-	-	-	-	-	-	-
6	Unused	-	-	-	-	-	-	-	-
7	Unused	-	-	-	-	-	-	-	-
8	Unused	-	-	-	-	-	-	-	-
9	Unused	-	-	-	-	-	-	-	-
1	Unused	V4	V4	-	-	-	-	-	-
2	Unused	-	-	-	-	-	-	-	-
3	Unused	-	-	-	-	-	-	-	-
4	Unused	-	-	-	-	-	-	-	-
5	Unused	-	-	-	-	-	-	-	-
6	Unused	-	-	-	-	-	-	-	-
7	Unused	-	-	-	-	-	-	-	-
8	Unused	-	-	-	-	-	-	-	-
9	Unused	-	-	-	-	-	-	-	-

10

3 DROP BUS INTERFACE DESCRIPTION

The DROP BUS is a byte wide serial bus, which drops SBI tributaries from multiple PHY devices to multiple link layer devices.

5 3.1 Bus Signals

Pin Name	Direction	Function
REFCLK	input	Reference Clock (REFCLK). This signal is an externally generated 19.44MHz +/-50ppm clock with a nominal 50% duty cycle. Since the ADD and DROP busses are locked together this clock is common to both the add and drop sides of the SBI bus.
C1FP	input	<p>C1 Frame Pulse (C1FP). This signal is single sourced to indicate the first C1 octet on the SBI bus. Since the ADD and DROP busses are locked together this signal is common to both the add and drop sides of the SBI bus.</p> <p>This frame pulse indicator is a single REFCLK cycle long and is updated on the rising edge of REFCLK. All devices should sample this signal on the rising edge of REFCLK.</p> <p>This signal also indicates multiframe alignment which occurs every 4 frames, therefore this signal is pulsed every fourth C1 octet to produce a 2KHz multiframe signal. The frame pulse does not need to be repeated every 2KHz therefore all SBI devices should synchronize to this signal but should also be able to flywheel in its absence.</p> <p>When using the SBI bus in synchronous mode the C1FP signal can be used to indicate T1 and E1 multiframe alignment by pulsing on multiples of 48 SBI frame boundaries.</p>
DDATA[7:0]	PHY tristate output link layer input	<p>DROP BUS Data (DDATA[7:0]). The Drop data bus is a time division multiplexed bus which transports tributaries by assigning them to fixed octets within the SBI bus structure.</p> <p>Multiple PHY devices can drive this bus at uniquely assigned tributary columns within the SBI bus structure.</p> <p>DDATA[7:0] is asserted and sampled on the rising edge of REFCLK.</p>

PIn Name	Direction	Function
DDP	PHY tristate output link layer input	<p>DROP BUS Data Parity (DDP). This signal carries the even or odd parity for the DROP BUS signals. The parity calculation encompasses the DDATA[7:0], DPL and DV5 signals.</p> <p>Multiple PHY devices can drive this signal at uniquely assigned tributary columns within the SBI bus structure. This parity signal is intended to detect multiple sources in the column assignment.</p> <p>DDP is asserted and sampled on the rising edge of REFCLK.</p>
DPL	PHY tristate output link layer input	<p>DROP BUS Payload (DPL). This active high signal indicates valid data within the SBI bus structure. This signal is high during all octets making up a tributary which includes all octets shaded grey in the framing format tables. This signal goes high during the V3 or H3 octet within a tributary to accommodate negative timing adjustments between the tributary rate and the fixed SBI bus structure. This signal goes low during the octet following the V3 or H3 octet within a tributary to accommodate positive timing adjustments between the tributary rate and the fixed SBI bus structure.</p> <p>Multiple PHY devices can drive this signal at uniquely assigned tributary columns within the SBI bus structure.</p> <p>In locked TVT mode this signal may be driven but is ignored by the receiving device.</p> <p>DPL is asserted and sampled on the rising edge of REFCLK.</p>
DV5	PHY tristate output link layer input	<p>DROP BUS Payload Indicator (DV5). This active high signal locates the position of the floating payloads for each tributary within the SBI bus structure. Timing differences between the link timing and the SBI bus timing are indicated by adjustments of this payload indicator relative to the fixed SBI bus structure.</p> <p>Multiple PHY devices can drive this signal at uniquely assigned tributary columns within the SBI bus structure. All movements indicated by this signal must be accompanied by appropriate adjustments in the DPL signal.</p> <p>In locked TVT mode this signal may be driven but must be ignored by the receiving device.</p> <p>DV5 is asserted and sampled on the rising edge of REFCLK.</p>

Pin Name	Direction	Function
DACTIVE	PHY Output	<p>DROP BUS Active Indicator (DACTIVE). This active high signal is asserted high during all octets when driving data and control signals, DDATA[7:0], DDP, DPL and DV5, onto the bus.</p> <p>All other SBI PHY devices driving the bus listen to this signal on DDETECT to detect multiple sources driving the bus which can occur due to configuration problems.</p> <p>DACTIVE is asserted on the rising edge of REFCLK.</p>
DDETECT	PHY Input	<p>DROP BUS Active Detector (DDETECT). This input listens to the OR of all other SBI DROP BUS masters. A PHY device will listen to the OR of all other PHY device DACTIVE signals.</p> <p>When a device is driving DACTIVE high and detects DDETECT is high from another device, it signals a collision and backs off driving the bus to minimize or eliminate contention.</p> <p>Some SBI devices may provide multiple DDETECT signals which are internally ORed together.</p> <p>DDETECT is an asynchronous signal which must be used to disable the tristate drivers on the DROP BUS. The AND of DACTIVE and DDETECT is sampled on the rising edge of REFCLK to indicate that a collision occurred and can be used to indicate contention to management procedures.</p>

Notes on Pin Description:

- 5 1. All outputs on the SBI bus are tristate outputs. Output drive is recommended 8mA to handle capacitive loads up to 100pF with 10K Ohms connecting to 3.3V.

3.2 DROP BUS Functional Timing

- 10 Figure 4 shows a negative justification on the second to last V3 octet. This is indicated by asserting DPL high during the V3 octet. The timing diagram also shows the location of one of the tributaries by asserting DV5 high during the V5 octet. The DACTIVE signal indicates an SBI PHY device which is sourcing all tributaries in the

first SPE. Note: DACTIVE is not asserted high during the unused columns of all tributary mappings.

Figure 5 shows three E3 tributaries mapped onto the SBI bus. A negative justification is shown for E3#2 during the H3 octet with DPL asserted high. A positive justification is shown for E3#1 during the first E3#1 octet after H3 which has DPL asserted low.

3.3 DROP BUS Interface Timing Characteristics

The DROP BUS interface input and output timing is indicated in tabular form in tables 19, 20 and 21 while the T1/E1 DROP BUS timing diagrams are shown in Figs. 6, 7 and 8.

Table 19 Drop Bus Interface Input Timing (TC = -40°C to + 85°C, VDD = 3.3V ± 10%)

Symbol	Parameter	Min	Max	Units
tSC1FP	REFCLK to Valid C1FP Set-up Time	4		ns
tHC1FP	REFCLK to Valid C1FP Hold Time	0		ns
tSDDET	REFCLK to Valid DDETECT Set-up Time	20		ns
tHDDET	REFCLK to Valid DDETECT Hold Time	0		ns
tSDDATA	REFCLK to Valid DDATA Set-up Time	4		ns
tHDDATA	REFCLK to Valid DDATA Hold Time	0		ns
tSDPL	REFCLK to Valid DPL Set-up Time	4		ns
tHDPL	REFCLK to Valid DPL Hold Time	0		ns
tSDV5	REFCLK to Valid DV5 Set-up Time	4		ns
tHDV5	REFCLK to Valid DV5 Hold Time	0		ns
tSDDP	REFCLK to Valid DDP Set-up Time	4		ns
tHDDP	REFCLK to Valid DDP Hold Time	0		ns

Table 20 DROP BUS Interface Output Timing

Symbol	Parameter	Min	Max	Units
tPDACT	REFCLK Edge to DACT Prop Delay		15	ns

Symbol	Parameter	Min	Max	Units
tPDDATA	REFCLK Edge to DDATA Prop Delay (consecutive tributary assignment)		20	ns
tZDDATA	REFCLK Edge to DDATA Output Tri-state (non-consecutive tributary assignment)		15	ns
tPDPL	REFCLK Edge to DPL Prop Delay (consecutive tributary assignment)		20	ns
tZDPL	REFCLK Edge to DPL Output Tri-state (non-consecutive tributary assignment)		15	ns
tPDV5	REFCLK Edge to DV5 Prop Delay (consecutive tributary assignment)		20	ns
tZDV5	REFCLK Edge to DV5 Output Tri-state (non-consecutive tributary assignment)		15	ns
tPDDP	REFCLK Edge to DDP Prop Delay (consecutive tributary assignment)		20	ns
tZDDP	REFCLK Edge to DDP Output Tri-state (non-consecutive tributary assignment)		15	ns

Table 21 DROP BUS Asynchronous Output Interface Timing

Symbol	Parameter	Min	Max	Units
tPDOUTEN	Asynchronous DDETECT Low to DDATA[7:0], DPL, DV5, DDP Prop Delay		12	ns
tZDOUTEN	Asynchronous DDETECT High to DDATA[7:0], DPL, DV5, DDP High Impedance		12	ns

4 ADD BUS INTERFACE DESCRIPTION

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The ADD BUS is a byte wide serial bus which aggregates time division multiplexed tributaries from multiple link layer devices to multiple PHY devices. Some signals within this bus are also driven by PHY devices in order to communicate transmit timing from the PHY devices to the link layer devices on a per tributary basis. The ADD

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4.1 ADD BUS Signals

Pin Name	Direction	Function
REFCLK	Input	Reference Clock (REFCLK). See Description in DROP BUS

		Interface Description Section. This signal is common to both buses.
C1FP	Input	C1 Frame Pulse (C1FP). See Description in DROP BUS Interface Description section. This signal is common to both buses.
ADATA[7:0]	link layer tristate output PHY input	Add Data (ADATA[7:0]). The Add data bus is a time division multiplexed bus, which transports tributaries by assigning them to fixed octets within the SBI bus structure. This bus has multiple sources which are each assigned unique fixed octets within the SBI bus structure. ADATA[7:0] is asserted and sampled on the rising edge of REFCLK.
ADP	link layer tristate output PHY input	ADD BUS Data Parity (ADP). This signal carries the even or odd parity for the ADD BUS signals. The parity calculation encompasses ADATA[7:0], APL and AV5 signals. Multiple link layer devices can drive this signal at uniquely assigned tributary columns within the SBI bus structure. This parity signal is intended to detect conflicts in the tributary assignment. ADP is asserted and sampled on the rising edge of REFCLK.
APL	link layer tristate output PHY input	ADD BUS Payload (APL). This signal indicates valid data within the SBI bus structure. This active high signal is asserted during all octets making up a tributary. This signal goes high during the V3 or H3 octet within a tributary to accommodate negative timing adjustments between the tributary rate and the fixed SBI bus structure. This signal goes low during the octet after the V3 or H3 octet within a tributary to accommodate positive timing adjustments between the tributary rate and the fixed SBI bus structure. Multiple link layer devices can drive this signal at uniquely assigned tributary columns within the SBI bus structure. In locked TVT mode this signal may be driven but must be ignored by the receiving device. APL is asserted and sampled on the rising edge of REFCLK.
AV5	link layer tristate output PHY input	ADD BUS Payload Indicator (AV5). This active low signal locates the position of the floating payload for each tributary within the ADD BUS structure. Multiple link layer devices can drive this signal at uniquely assigned tributary columns within the SBI bus structure. All movements indicated by this signal must be accompanied by appropriate adjustments in the APL signal.

Pin Name	Direction	Function
AV5 cont'd	link layer tristate output	In locked TVT mode this signal may be driven but must be ignored by the receiving device.
	PHY input	AV5 is asserted and sampled on the rising edge of REFCLK.
AJUST_REQ	PHY tristate output	ADD BUS Justification Request (AJUST_REQ). This signal is used to speed up, slow down or maintain the minimal rate of the link layer device which is sending data to the PHY. This is used only when the PHY layer device is the timing master for the transmit direction.
	link layer output	<p>This active high signal indicates negative timing adjustments when asserted high during the V3 or H3 Octet, depending on the tributary type. In response to this the link layer device should send an extra byte in the V3 or H3 octet of the next frame along with valid DPL indicating a negative justification.</p> <p>This signal indicates positive timing adjustments when asserted high during the octet following the V3 or H3 octet, depending on the tributary type. The link layer device should respond to this by not sending an octet during the V3 or H3 octet of the next frame along with valid DPL indicating a positive justification.</p> <p>All timing adjustments from the link layer in response to the justification request must still set the payload and payload indicators appropriately for timing adjustments.</p> <p>In synchronous T1 and E1 modes this signal is unused and must be held high.</p> <p>In locked TVT mode this signal is unused and must be held high.</p> <p>AJUST_REQ is asserted and sampled on the rising edge of REFCLK.</p>
AACTIVE	link layer output	<p>ADD BUS Active Indicator (AACTIVE). This active high signal is asserted high during all octets when driving data and control signals, ADATA[7:0], ADP, APL and AV5, onto the bus.</p> <p>All other SBI link layer devices driving the bus listen to this signal to detect multiple sources driving the bus which can occur due to configuration problems</p> <p>AACTIVE is asserted on the rising edge of REFCLK.</p>
ADETECT	link layer input	<p>ADD BUS Active Detector (ADETECT). This input listens to the OR of all other SBI Link layer bus masters. A Link layer device will listen to the OR of all other Link layer AACTIVE signals.</p> <p>When a device is driving AACTIVE high and detects ADETECT is high from another device it signals a collision and backs off driving the bus to minimize or eliminate contention.</p> <p>Some SBI devices may provide multiple ADETECT signals which are internally ORed together.</p> <p>ADETECT is an asynchronous signal which must be used to disable</p>
Pin Name	Direction	Function

ADETECT cont'd	link layer input	the tristate drivers on the ADD BUS. The AND of AACTIVE and ADETECT is sampled on the rising edge of REFCLK to indicate that a collision occurred and can be used to indicate contention to management procedures.
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Notes on Pin Description:

- 5 1. All outputs on the SBI bus are tristate outputs. Output drive is recommended 8mA to handle capacitive loads up to 100pF with 10K Ohms connecting to 3.3V.

4.2 ADD BUS Functional Timing

- 10 Figure 9 shows both positive and negative justification requests, which would take effect during the next multi-frame. The negative justification request occurs on the E3#3 tributary when AJUST_REQ is asserted low during the H3 octet. The positive justification occurs on the E3#2 tributary when AJUST_REQ is asserted high during the first E3#2 octet after the H3 octet. The AACTIVE signal indicates an SBI link
15 layer device which is driving E3#2 onto the SBI ADD BUS.

4.3 ADD BUS Interface Timing Characteristics

- 20 The ADD BUS timing is the same as the DROP BUS timing as indicated in tabular form in tables 22, 23 and 24, while the ADD BUS timing diagrams are shown in Figures 10, 11, and 12.

Table 22 ADD BUS Interface Input Timing - (TC = -40°C to + 85°C, VDD = 3.3V ± 10%)

Symbol	Parameter	Min	Max	Units
tSADET	REFCLK to Valid ADETECT Set-up Time	20		ns
tHADET	REFCLK to Valid ADETECT Hold Time	0		ns
tSADATA	REFCLK to Valid ADATA Set-up Time	4		ns
tHADATA	REFCLK to Valid ADATA Hold Time	0		ns
tSAPL	REFCLK to Valid APL Set-up Time	4		ns
tHAPL	REFCLK to Valid APL Hold Time	0		ns

Symbol	Parameter	Min	Max	Units
tSAV5	REFCLK to Valid AV5 Set-up Time	4		ns
tHAV5	REFCLK to Valid AV5 Hold Time	0		ns
tSADP	REFCLK to Valid ADP Set-up Time	4		ns
tHADP	REFCLK to Valid ADP Hold Time	0		ns
tSAJUST	REFCLK to Valid AJUST_REQ Set-up Time	4		ns
tHAJUST	REFCLK to Valid AJUST_REQ Hold Time	0		ns

Table 23 ADD BUS Interface Output Timing

Symbol	Parameter	Min	Max	Units
tPAACT	REFCLK Edge to AACT Prop Delay		15	ns
tPADATA	REFCLK Edge to ADATA Prop Delay (consecutive tributary assignment)		20	ns
tZADATA	REFCLK Edge to ADATA Output Tri-state (non-consecutive tributary assignment)		15	ns
tPAPL	REFCLK Edge to APL Prop Delay (consecutive tributary assignment)		20	ns
tZAPL	REFCLK Edge to APL Output Tri-state (non-consecutive tributary assignment)		15	ns
tPAV5	REFCLK Edge to AV5 Prop Delay (consecutive tributary assignment)		20	ns
tZAV5	REFCLK Edge to AV5 Output Tri-state (non-consecutive tributary assignment)		15	ns
tPADP	REFCLK Edge to ADP Prop Delay (consecutive tributary assignment)		20	ns
tZADP	REFCLK Edge to ADP Output Tri-state (non-consecutive tributary assignment)		15	ns
tPAJUST	REFCLK Edge to AJUST_REQ Prop Delay (consecutive tributary assignment)		20	ns
tZAJUST	REFCLK Edge to AJUST_REQ Output Tri-state (non-consecutive tributary assignment)		15	ns

Table 24 ADD BUS Asynchronous Output Interface Timing

Symbol	Parameter	Min	Max	Units
tPAOUTEN	Asynchronous ADETECT Low to ADATA[7:0], APL, AV5, ADP Prop Delay		12	ns
tZAOUTEN	Asynchronous ADETECT High to ADATA[7:0], APL, AV5, ADP High Impedance		12	ns

Accordingly, while this invention has been described with reference to illustrative embodiments, this description is not intended to be construed in a limiting sense. Various modifications of the illustrative embodiments, as well as other embodiments of the invention, will be apparent to persons skilled in the art upon reference to this description. It is therefore contemplated that the appended claims will cover any such modifications or embodiments as fall within the true scope of the invention.

WHAT IS CLAIMED IS:

1. A scaleable bandwidth interconnect (SBI) for interconnection of physical layer devices with link layer devices, comprising:
 - (a) an ADD BUS interface operative to receive data from one of said link layer devices and direct it to one of said physical layer devices; and
 - (b) a DROP BUS interface operative to receive data from one of said physical layer devices and direct it to one of said link layer devices.
2. The interconnect according to claim 1, wherein data structures of the SBI are floating.
3. The interconnect according to claim 1, wherein timing on said DROP BUS interface is sourced from said one physical layer device.
4. The interconnect according to claim 1, wherein timing on said ADD BUS interface is sourced from one of said link layer devices and said physical layer devices.
5. The interconnect according to claim 1, wherein data structures of the SBI are operative to transfer ABCD signaling bits across said SBI.
6. The interconnect according to claim 1, wherein data structures of the SBI are operative to transfer alarm indications across said SBI.
7. The interconnect according to claim 1, wherein data structures of the SBI are operative to transfer 8 KHz timing across said SBI.
8. The interconnect according to claim 1, wherein data structures of the SBI are operative to transfer per link clock reconstruction information across said SBI.

9. The interconnect according to claim 1, wherein links in the form of T1, E1, DS3, and E3 signals are multiplexed onto and demultiplexed from the SBI bus.
10. The interconnect according to claim 1, wherein said interconnect has a time division multiplexed bus which has a SONET/SDH virtual tributary structure to carry T1 links, E1 links and TVTs.
11. The interconnect according to claim 1, wherein said interconnect has a fixed frequency as determined by a reference clock REFCLK and alignment as determined by a frame indicator signal C1FP.
12. The interconnect according to claim 11, wherein the location of T1/E1/DS3/E3/TVT1.5/TVT2 links is adjusted using floating tributaries to compensate for frequency deviations.
13. The interconnect according to claim 1, wherein each frame has three synchronous payload envelopes with each envelope carrying one of T1, E1, TVT1.5, TVT2, DS3 and E3 tributaries in an SDH STM-1 like format.
14. The interconnect according to claim 1, wherein each frame has three synchronous payload envelopes with each envelope carrying one of 28 T1s, 21 E1s, 28 TVT1.5s, 21 TVT2s, a DS3 or an E3.
15. The interconnect according to claim 2, wherein said SBI has payload indicator signals to control position and timing of the floating data structures.
16. The interconnect according to claim 4, wherein timing information is obtained by one of said physical layer devices from an arrival rate of data across said SBI when one of said link layer devices is timing master.

17. The interconnect according to claim 4, wherein a justification request signal is sent by one of said PHY devices which is timing master to one of said link layer devices to signal said link layer device to speed up or slow down.
- 5 18. The interconnect according to claim 1, wherein said link layer devices have high density physical layer framers.
19. The interconnect according to claim 1, wherein said SBI is scaleable by increasing the bus clock rate in multiples of 2.
- 10 20. The interconnect according to claim 1, wherein said SBI is scaleable by increasing the bus width in multiples of two.
21. The interconnect according to claim 14, wherein said SBI permits switching of
15 links among said physical layer devices and said link layer devices whereby a link may be switched from one physical layer device to a link layer device.

ABSTRACT

A scalable bandwidth interconnect (SBI) for interconnection of physical layer devices with link layer devices which includes an ADD BUS interface operative to receive data from one of the link layer devices and direct it to one of the physical layer devices and a DROP BUS interface operative to receive data from one of the physical layer devices and direct it to one of the link layer devices. By utilizing buses to access each of the physical layer devices and the link layer devices permits interfacing between a high density of physical layer devices and a high density of link layer devices.

10

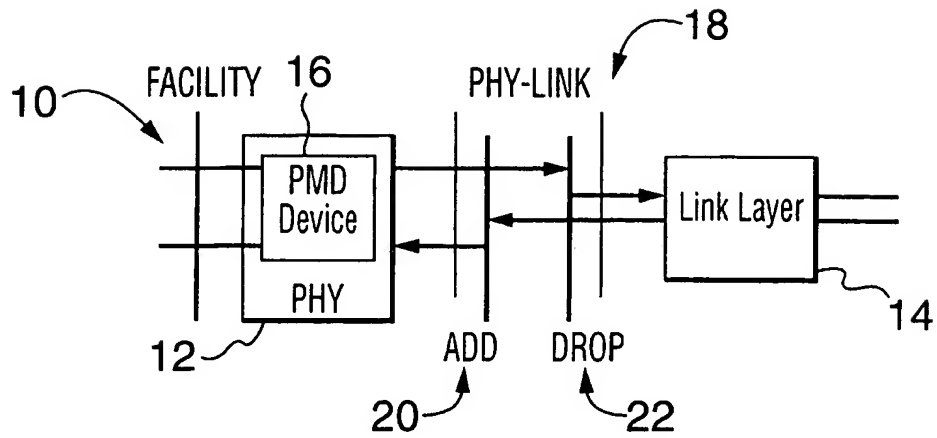
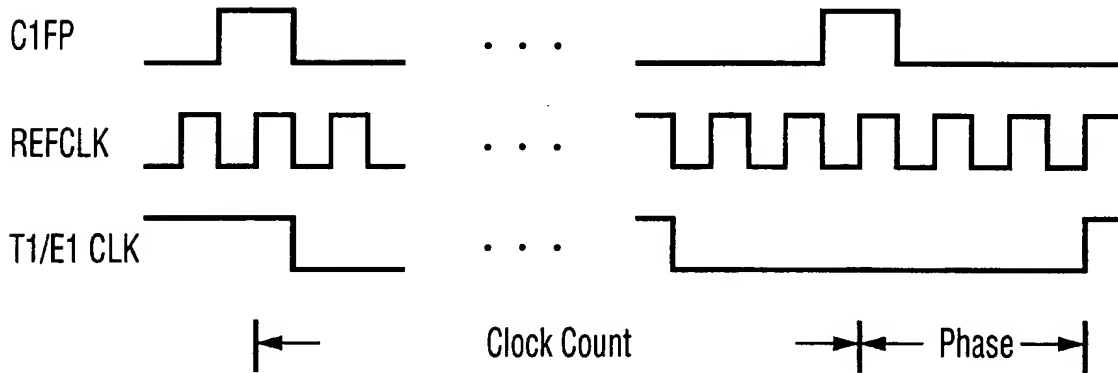


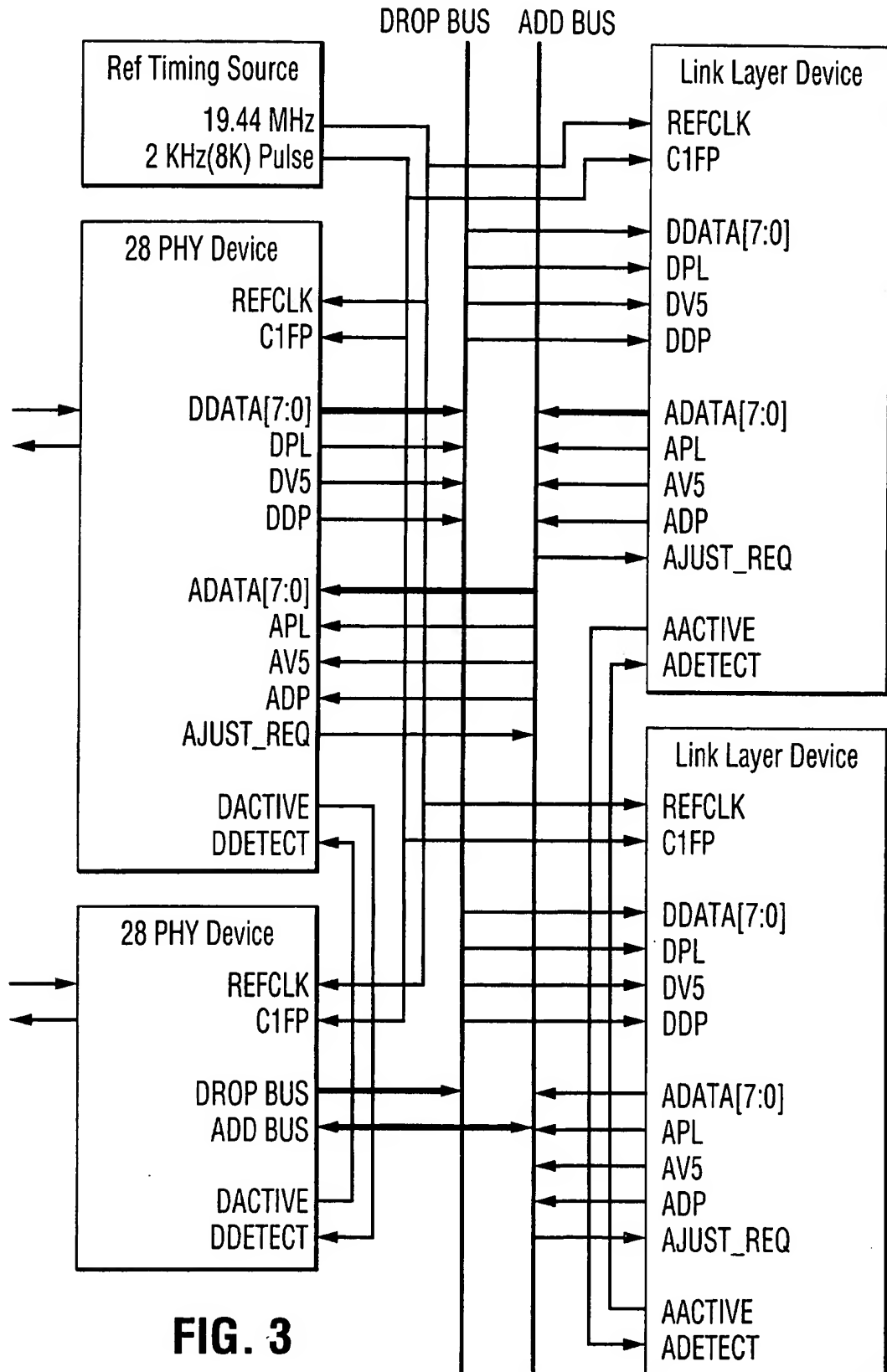
FIG. 1

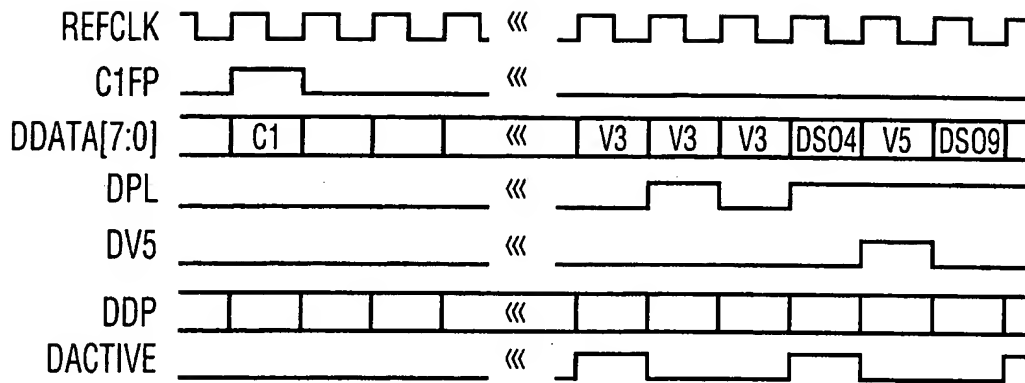
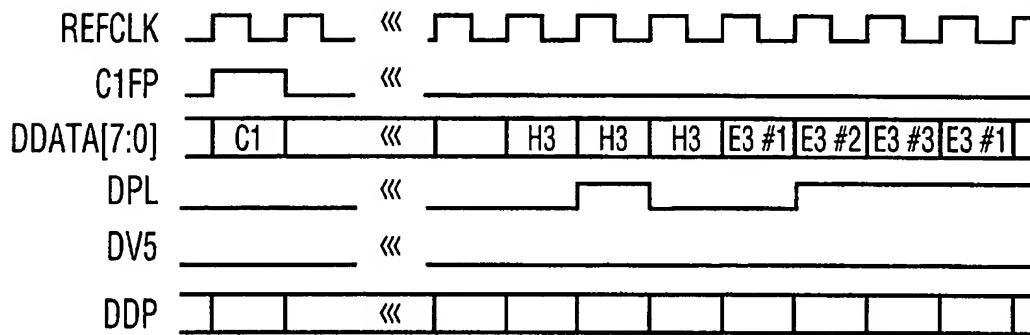


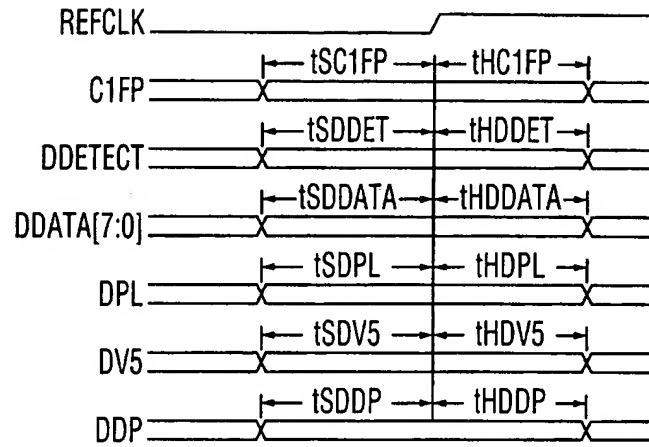
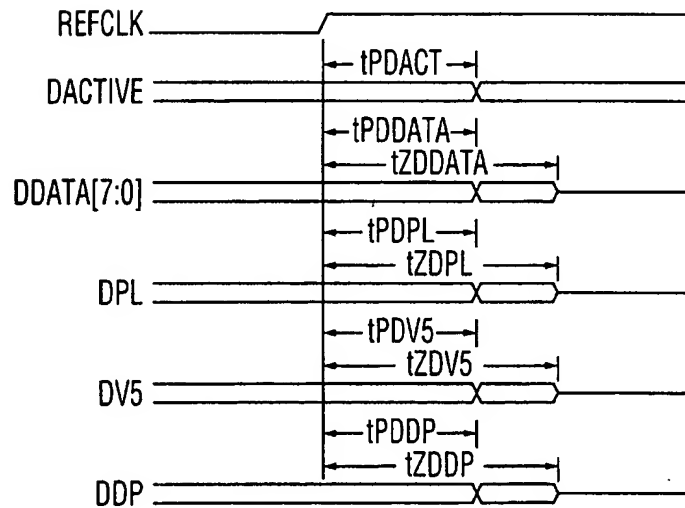
Link Rate Octet
T1/E1 Format

Bit #	7	6	5:4	3:0
	ALM	0	ClkRate[1:0]	Phase[3:0]

FIG. 2



**FIG. 4****FIG. 5**

**FIG. 6****FIG. 7**

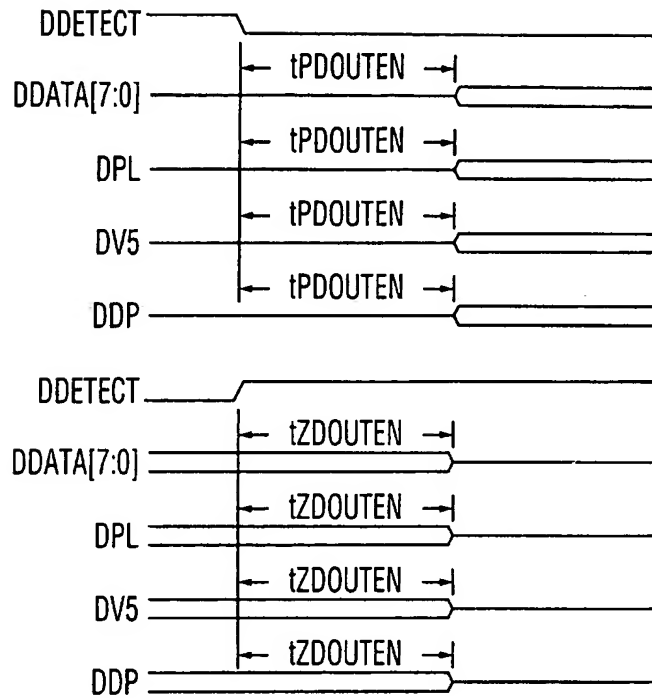


FIG. 8

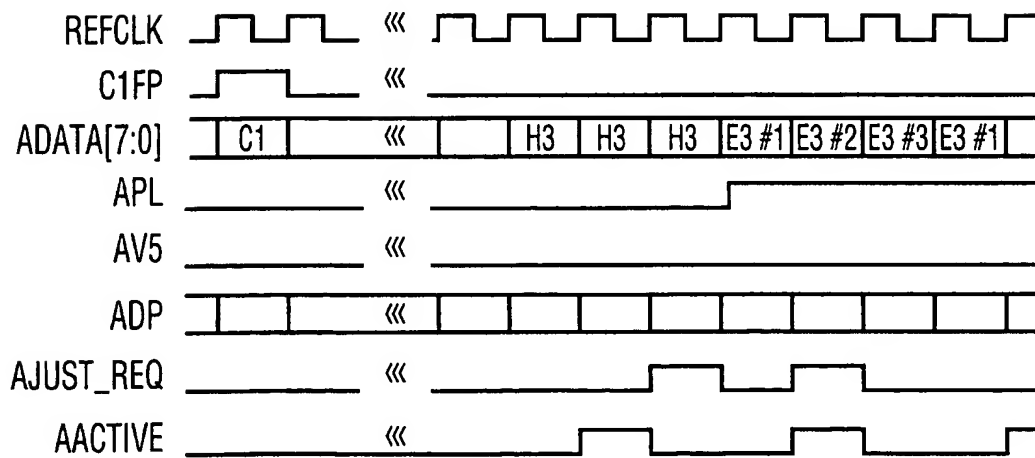
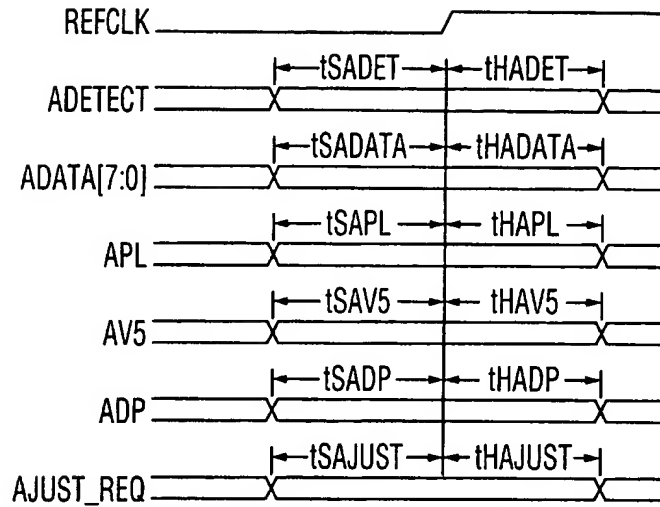
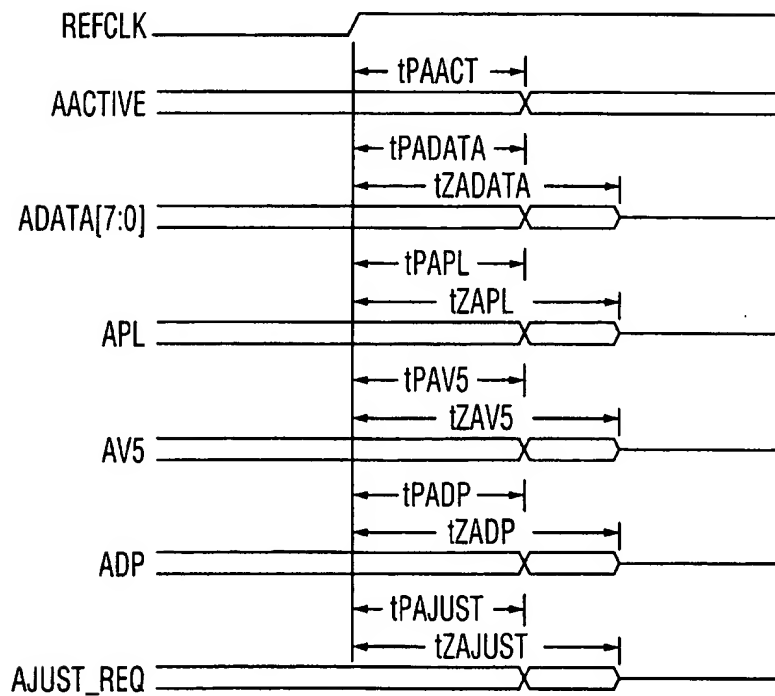
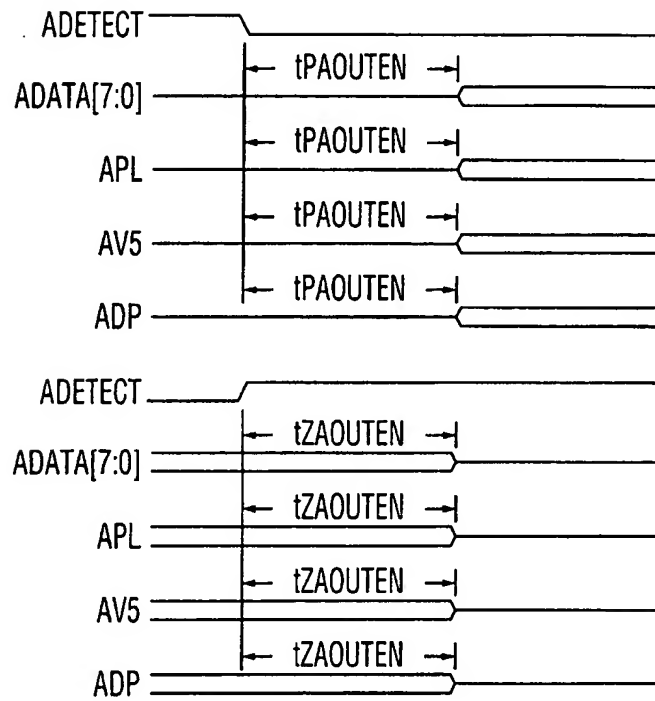


FIG. 9

**FIG. 10****FIG. 11**

**FIG. 12**